NASFIC Guide to Japanese Animation

Schedule

Thursday

12:00 Tonari no Totoro (Subtitled)
1:50 Urusei Yatsura English parody
2:00 Dragonball the Movie
3:00 Giant Gorg #1 & 2 (Subtitled)
4:00 Yawara! #7
4:30 Gatchaman #??
5:00 The Dumb Show Block:
Dr. Slump in English
Cutey Honey
6:00 Arion (Subtitled)
8:00 Sasuga no Sarutobi
8:30 Wataru #31
9:00 Astroboy
9:30 Vampire Princess Miyu #1
10:00 Dirty Pair:Project Eden (Subtitled)

Friday

12:00 Nausicaa (Subtitled)
2:00 F #2 & 3
3:00 Maddox 01 (Subtitled)
4:00 Tensunaki Shurato
4:30 Dirty Pair English Parody
5:00 The Dumb Show Block Part 2
Captain Harlock in English
6:00 Tokyo Vice
7:00 Yotoden I
7:40 Black Magic M-66 (Subtitled)
8:30 Urban Square
9:30 Vampire Princess Miyu 2
10:00 Mobile Suit Gundam:Char's Counterattack (Subtitled)

Saturday

12:00 Laputa: Castle in the Sky (Subtitled)
2:05 Five Star Stories (Subtitled)
3:10 Lodoss War
3:40 Dragonquest #2
4:05 Ranma 1/2 (Subtitled)
5:00 The Return of the Dumb Show Block
Dynaman in English
6:00 Mellowlink Volume 3
7:00 Yotoden II (Subtitled)
7:45 Prefectural Earth Defense Force (Subtitled)
8:35 Star Blazers #51 &52
9:30 Vampire Princess Miyu 3
10:00 Akira (Subtitled)

Sunday

12:00 Lupin III:Cagliostro's Castle (Subtitled)
2:00 City Hunter #78 & 79
3:00 Bubblegum Crisis 5:English Drama
4:00 Nadia Secret of Blue Water #1
4:30 Patlabor #1
5:00 Finally the Revenge of the Dumb Show Block
Daiappolon (Subtitled)
Ultraman Ace
6:00 Orange Road #5 (subtitled)
6:30 Giant Gorg #3 (Subtitled)
7:00 Yotoden 3
7:45 Dragon Fist
8:30 Fire Tripper (Subtitled)
9:30 Vampire Princess Miyu 4
10:00 Goshogun Etranger (Subtitled)

Monday

12:00 Kiki's Delivery Service (Subtitled)
1:50 Giant Gorg #4 (Subtitled)

Staff

Woman In Charge	Patti Duffield
Editor	Peter Leopold
Staff	Slaves of Annie Mae

Legalities Department—

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Thanks Department—

The woman in charge thanks:

The staff for getting everything done

James Long for synopses and access to your vast library

John Utterberg for synopses and Gumby.

Bill Flanagan for being an esper and choosing the shows of which I wanted to have synopses.

Sherbert for having something new

Charles Meyer III for being a short order video cook.

All the people who do subtitling, for having the patience and courage to try to provide material that everyone can understand.

Mary, for encouragement, filling in the blanks and the understanding of Shinma.

Dad and Peter, for 20 fast fingers.

And Now.....

DA RULEZ of DA WOOM

#1- There is to be no smoking of Tobacco. This callous and stupid practice is offensive to most of the people in the room, especially the people running it!

#2- There is to be no talking. This means you in the front row. If you want to have discussions about Monty Python and Star Trek DO IT OUTSIDE! This is not a horserace.

#3- Munchies are fine, as long as you share with others.

#4- Please clean up after yourselves. We don't wanna have to pick up after some slobbos OK?

#5- Anyone caught breaking DA RULEZ will be expelled from the room and banished to a level of hell that only Cthulu could deem rewarding and satisfying.

#6- No poofdas

#7- There is no rule #7

Everyone got that?

SYNOPSES

Thursday 4:00 p.m.

YAWARA! #7

"Ho Ho Ho! The Yawara Boom Shakes Japan!!"
synopsis by Bill Flanagan

Yawara is a normal high school girl, or at least she would be if her insane grandfather, Jigoro, would leave her alone. Now that the sports reporter, Matsuda, has printed a picture of Yawara flipping the coach of her rival, the rich Sayaka, everyone wants something from poor Yawara: Jigoro, her Judo debut; Matsuda, a scoop; Sayaka, her demise; and Kazematsuri(Sayaka's coach), a date. The rest of Japan just wants Yawara to be their idol.

Yawara is trying to push through reporters to get to school. Jigoro sends Yawara to school and hogs the reporters for himself as he explains that his method of teaching Yawara is... love. The reporters maul him for such a stupid concept as Matsuda looks on.

At school, all the boys are pressuring Yawara, but she tells them that the girl in the picture isn't her. Her friends agree, "Yawara has nothing to do with judo!" The guys decide to test her, then the captain of the judo club, Hanazono[the name means 'flower garden'(he has a crush on Yawara, by the way)]breaks up the boys. He tells Yawara to call him anytime, then trips down the stairs.

During English,Yawara figures out that it is all Matsuda's fault. The teacher is angry that Yawara isn't paying attention until he realizes who she is and becomes timid. Yawara's friends try to cheer her up as she dreams of Kazematsuri.

At Sayaka's private school, Sayaka claims that everything in the article is actually about her instead of Yawara. In the meantime she orders lunch.

Matsuda's editor butters him up for giving the paper the Scoop. ught he was a spy from Sayaka. But Yawara's rescuer isn't Kazematsuri; it's Matsuda! Angry, Yawara defor some reason, Matsuda seems out of it.

After school, as Yawara thinks of Kazematsuri and what he might think of her, the press corners her. The man on the motorcycle who has come to her aid must be Kazematsuri. Yawara rushes to him and they escape together.

Sayaka berates Kazematsuri for being flipped by Yawara, and, even worse, for having a picture of it in the papers! Kazematsuri learned something from being flipped, however. Sayaka will never win against Yawara! There is only one way: if Jigoro Inokuma becomes Sayaka's coach, Sayaka might win.

In front of Yawara's home, Kaori, Yawara's friend, is also being hounded by reporters and Yawara and her rescuer see that she can't go home just yet. Suddenly the reporters spot Yawara and the two barely escape. When they stop, Yawara apologizes to Kazematsuri, saying that she tho

cides to go home. Matsuda tries to stop her because of the reporters, but she isn't listening and flips him. Sprawled on the ground, all Matsuda can think of is how good she is at judo. A little guilty, Yawara comes back for him.

Sickeningly sweet, Sayaka tries to convince her father to get her just one old man...

Matsuda tries to clean up his apartment. Yawara tries to help, But Matsuda has things lying around that he's ashamed of. She notices his posters of sports stars...including one of herself. He tells her that the people in the posters are all people who have fulfilled his dream. Yawara says they have nothing in common with her.

Sayaka's lackey calls up Jigoro.

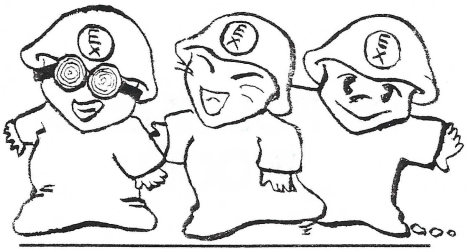
Matsuda can't believe what he sees in his own apartment. Yawara leaves for a convenience store to get the ingredients for beef stroganoff. Jigoro tells the reporters outside that someone has invited him to dinner as he gets into the awaiting limo.

Eating gratefully, Matsuda notices Yawara seems melancholy and asks her when she started practicing judo. Yawara doesn't remember but when she was five, she flipped her father. She had expected everyone to praise her, and her grandfather did. She also remembers her mother crying; her mother knew Yawara would never be a normal girl.

Matsuda always wanted to be a sports star, but he tried everything and never succeeded. One by one, he gave up on his dreams. Now he is the opposite of a sports star; he's a reporter, the ultimate spectator.

Yawara is about to clean up when she sees a cockroach. Matsuda gets one more hint that, aside from judo, Yawara is a normal girl.

Jigoro is eating everything and ignoring any reference to becoming Sayaka's coach. Kazematsuri watches in admiration, figuring that with Jigoro as coach, Sayaka couldn't be stopped.



Thursday 8:30 p.m.

WATARU #31

synopsis by Patti Duffield

Wataru is an action comedy with unusual character design and a video-gamesque set up. The hero, Wataru, has been given the ability to call up the mecha Ryujin Maru and sent on a quest to cure the magic mountain of its corruption. To help Wataru on his quest, he has acquired the aid of Shibaraku Sensei, a big man who can (and he needs a phone for it) "call up" the mecha Senjin Maru. Himiko is the odd little blue haired girl who is virtually never upset about anything and literally laughs in the face of danger; she has secret ninja powers and half of the pendant that calls up Kenjin Maru. Himiko's father (the little monkey guy) has the other half of the pendant and can do anything with his origami hat. Currently, this group is on the 6th level of the mountain, having found and restored the magical items of the previous five levels (thus restoring those levels to their normal state).

In this episode, Wataru and company are floating down the river of level 6 trying to find a way to fix this level and get to the next. The Prince Torao, son of the demon who is responsible for the corruption of the mountain, does not realize who Wataru is and tends to join in or interrupt the foursome's journey to try to gain Himiko's fickle attention with food. They all get caught by the falls and are turned into animals, except Himiko and her father.

This level's main bad guy, Biddidy Bobbidy Boo, shows up with her son and they explain that our heroes will permanently turn into animals soon. Himiko uses a ninja trick to help them escape, since none of them can call for the aid of their mechas. (This trick's origin was from a viewer's idea.)

Meanwhile, Torao hides. Torao's father is not fooled by his son's attempt at hiding. Torao acts like he doesn't mind being a cat and his Dad says, "O.K., let's go home." Torao doesn't want to leave yet and makes a bargain: Dad will scare him back to his true form, and then Dad can spank him for getting into this in the first place. Naturally, Torao tries to get out of the spanking, but how will our heroes become human???

Wataru tries an animal rebellion, but it doesn't work. Himiko finds her Dad's half of the amulet (thought to be lost earlier), and they fight Bobbidy's son and turn him into an animal. Naturally, the bad guy doesn't want to be an animal and uses the words to break the spell. This allows everyone to become human again. Back in human form, Wataru calls Ryujin Maru and get rid of the local bad guy.

Thursday 9:30

Vampire Princess Miyu 1

Synopsis by Shinma

The story opens with a young couple parting in a park. The girl is pounced on by a white robed creature that quickly disappears. In a kimono material shop, the shopkeeper leaves his customer for a moment and returns to find her dead. Two men are heard discussing how some people think the mysterious deaths are due to a vampire. A strange couple watch an ambulance pull away from the shop front; it is Miyu and her companion, Raba.

At Kyoto station a lady decides to take the more affordable bus to her destination. She narrates the reason she is here: The rumors of vampires in Kyoto have drawn her as well as a request by a couple who fear for their sick daughter.

At the couple's house, the lady asks the parents about the daughter's illness as she examined the little girl. The lady is a buddhist exorcist, but she has little success at discovering the child's illness. When the wife speaks of vampires, the lady asks to be pardoned and leaves.

Outside, the lady finds a young man who declares he is intent to kill a vampire. Over a soda he tells the story of the death of his girlfriend. he won't forget that pale faced man. Even if he has to do it alone, he will kill that vampire.

Later, walking an ancient path, the lady is attacked by the white robed creature. She is saved by Miyu and her strange companion. The girl puts the lady to sleep and she wakes to Miyu's laughter in the empty park.

Contemplating vampire, the lady buys a cross. Later she stumbles across Miyu and the boy who swore to kill the vampire. Shocked when Miyu bites the boys' neck, the lady throws her cross. The cross has no effect on Miyu. Miyu's' companion grabs the lady from behind and she blacks out.

The lady finds herself in a surreal forest with the boy. Miyu and Miyu's companion. "You're a vampire." blurts out the lady.

"I am a vampire," responds Miyu, "but I'm not like what you think of as a vampire." The girl goes on to explain that she grants people their wish of immortality. Philosophizing further, the girl calls the lady by name: Himiko.

Himiko finds herself in a park with the boy. She asks him if he's all right and says they must go to the hospital. "But why?" asks the boy. "I feel fine."

At a hospital, Himiko asks about the little girl's sickness. A doctor explains that the girl's parents died. Aiko was sick for a long time and then started to behave like a vampire. Himiko visits the grave of Aiko's parents. "If they're dead why are they still here?" contemplates Himiko at Aiko's bedside. Aiko awakens and goes for Himiko's neck.

Miyu's chase of the white-robed creature has led her to Aiko and she grabs the girl, intent on biting her. Himiko, believing this to be wrong, grabs Aiko away from Miyu. Aiko goes again for Himiko's neck, but the evil spirit that inhabits Aiko is forced out by Miyu and her companion. The evil creature is exposed. Miyu effortlessly extinguishes the monster's multiple spirit flames. Once away from Aiko, the creature is caged. Words of power are written on the walls and the creature is banished.

With the creature destroyed, the illusions it created are gone. Himiko asks about Aiko. "She's dead." responds Miyu. She didn't immortalize Aiko before the creature left her. "it would have been good if she could have become a vampire." Miyu assures Himiko that it is better this way than before, when the monster inhabited Aiko. The girl leaves the frustrated Himiko with the body of Aiko.

Another day, a bunch of girls discuss the strange boy on the swings in a park below. It is the would-be vampire hunter. One girl says she understands the boy: she thinks he's happy. The girl looks very familiar.

Friday 2:00 p.m.

F#2

He's gotten worse! He's decided to go to Tokyo.

synopsis by Patti Duffield

In episode #1, Gunma raced a car into the ground. His opponent, a mysterious man in a BMW, claimed himself to be the fastest driver in Japan and that Gunma's desire to be the fastest is only a dream. On the circuit, only there can you prove yourself.

At the Akagi household, "the family" speaks of the two sons' happy return to Japan. Gunma arrives with a "Hi, you two look well" then orders a setting for himself. His step-mother thinks Gunma shouldn't eat with the rest of the family. Though Yuma, Gunma's half-brother, thinks it should be o.k.(...We've been away...), his mother says Gunma isn't like the other two sons and she will be obeyed. Gunma takes the insult lightly, claiming not to care where he eats. Soichiro Akagi ignores his eldest son's poor table manners and discusses his upcoming election.

When Gunma starts to leave the dining room, his father halts him; he has things to say to Gunma. Gunma doesn't like talking about his father's work. Soichiro reminds Gunma of his recent behavior and how Gunma must restrain himself while elections are close at hand. Soichiro must not be surrounded by any strife; it would look bad. When he starts talking about Gunma's mother, Gunma finally loses his temper. Soichiro commands silence, but Gunma's tirade continues. Gunma yells that his father has no right to speak of his mother in such a manner for she loved Soichiro till the day she died. Furious, Soichiro commands Gunma to leave, potentially forever. Gunma will go; they don't care where he goes, anyway. Yuki tries to follow but is called back. Soichiro believes Gunma should never have been born.

In Gunma's room, Shoma, Gunma's other half-brother finds Yuki distraught. He asks her if she likes Gunma. She asks him not to criticize, but Shoma proceeds to tell Yuki to forget Gunma, that he's no good.

After Gunma crashes in his anger, he recalls the words of Mr. BMW and decides to go to the circuit...

Insulting drivers' abilities from the sidelines isn't enough for Gunma so he heads for the pits. After insulting a driver, he tries to get in and show him how it's done; force is needed to restrain Gunma. (The guy in the pit wonders if Gunma's drunk.) The lady, feeling guilty,

explains that they get a lot of weirdos and foolish fans; does he have a circuit license? Gunma seems incapacitated until the driver insults him...then the race is on!

"Get out of my way!" cries Gunma in his charge, as he passes the other driver in an impossible maneuver. Gunma's victory is cut short as he spies Mr. BMW behind the fences. Gunma's experience with crashes allows him to escape from his distraction virtually unscathed.

In an office somewhere, Gunma is informed that his father has told his school that Gunma is moving. "Where will you enroll?" asks the official. Gunma will quit instead.

Gunma visits Tomatsu and tells him his problems. Gunma declares he hates his father and only loved his mother. He will embarrass his father for throwing him out and for his lack of compassion toward Gunma's mother. Mr. BMW gave Gunma an idea: he will race, and no one should get in his way. Gunma asks Tomatsu to go to Tokyo with him, but Tomatsu has the farm and his mother to think about. Besides, he has no money.

Shoma speaks with Gunma when he comes back home. "What have you done for the family? Nothing!" accuses Shoma. In his room Gunma finds Yuki crying. "What's wrong?" he asks. Yuki explains that Gunma's stepmother has already packed up his things. Yuki wants to go with Gunma. He asks her not to cry, not to worry about him.

Meanwhile, Soichiro has had important guests arrive. Gunma arrives uninvited with his tractor and thoroughly embarrasses his father. "Our relationship is over," declares Gunma, "but do not forget me. I will succeed and be above you later. I am a human being!" Thus Gunma leaves his family.

Yuki follows Gunma, eager to leave with him. Gunma must go alone, though, and the turns his face away. With Tomatsu, Yuki tearfully watches Gunma leave.

Friday 2:30

F #3

There are a lot of Little Girls in Tokyo

synopsis by Patti Duffield

In our last episode, Gunma was kicked out of his house. He returned dramatically to declare he would succeed and become better then his father.

As Gunma adjusts to city living, he reads about a driver's license school and applies. Guess who is his instructor? She is none other then Junko, the lady from the track!

Junko gives the standard instructions—"Before getting into a car, always be sure to ....etc."—in a very hostile manner. There are a lot of rules; and before he even gets in, Gunma does something wrong. Gunma, naturally, doesn't behave and insults the driving of others. Gunma explains he doesn't want to go to this school, but to become a better race car driver, he needs a license. Junko thinks the idea hilarious. "You won't be a racer,"
she says, and then she proceeds to tell Gunma a brief history of racing. Gunma thinks she talks too much and takes advantage of her foolish mistake: She got out of the car before he did. Off he goes!

The old lady, whom Gunma insulted earlier, is getting a scolding from her instructor when Gunma whizzes past and joins the race. She'll not be out-done by some punk-brat kid!

Junko gets mad when Gunma ignores her attempt to stop him. She goes after him (and the old woman) while everyone else clears the driving course. Junko's not an instructor for nothing and manages to get in front of Gunma(and we all know how Gunma feels about people getting in his way...). In a clever maneuver, Junko manages to stop Gunma...but was it worth it?

At the track, Mr. BMW is being clocked by his girlfriend.

As we watch Gunma and the old woman get kicked out of driving school, we hear Gunma narrating a letter to Tomatsu. *I went to driving school and finished in one day... The girls here are pretty and nice.* Gunma leaves with the old woman and says he's going to change schools. The old woman decides to keep him at her boarding house. In the room she gives him, she tells Gunma of the intimate past of this room (and this nearly scares him off). *I'm staying at a nice apartment with a beautiful lady; everything's great here.* The old woman gets to know Gunma and then the other boarders return home. The two boarders are the same guys from the track (small world, eh?). Then Junko comes home, complaining of the problems caused by Gunma at the school, only to see him at the kitchen table! *I'm waiting for you to come: I've got a room for you. Hurry up and come. We're going to be the fastest team in the world.*

Tomatsu's mother reads the letter....

Back in Tokyo, the old woman wakes Gunma with a present; a driving rule book for the license exam. They're going to study together!

Tomatsu and his mother talk about Gunma. "It's lonely without him around, huh?", she asks, "Do you want to go?" Tomatsu claims he doesn't care; then his mother speaks of his father and reveals that she has read the letter. "Go, you can fix up the car," she says. "But I can't go; I can't leave you alone," he replies. "If I were young, I could do anything. You should go while you're still young." his

mother advises.

At the station, Yuma and Yuki see off Tomatsu. Yuma assures Yuki that she needn't worry about Gunma, now that he'll have Tomatsu there, too.

As the train leaves their town, Tomatsu sees his mother toiling in the fields and is filled with remorse.

Friday 6:00 p.m.

TOKYO VICE

synopsis by Patti Duffield

The video opens with a military computer base and a laser platform in space. Down in Tokyo, Akira Nagariyame sings a love song to his adoring fans. The concert is interrupted by a bleeding man. Junpei rushes to check the man out and is given a computer disc by the man as he dies. In a mansion, a rich and powerful man expresses his displeasure concerning the loss of the disc. He gives his subordinates two days to recover it.

A news reporter is heard describing the mysterious death at a small Tokyo concert as Akira approaches Junpei's college classroom. Akira and Junpei discuss the problem: Why would a man die for the computer disc? Akira mistakes Junpei's comments as reluctance to get involved in the mystery and leaves in disappointment. Later, at the computer lab of their friend, Keiko, Akira receives the disc as a gift from Junpei, indicating Junpei is interested in the mystery.

Junpei begins the investigation by speaking to the dead man's widow Mrs. Takahashi. All he discovers is that Mr. Takahashi was working with robots and that Yotsuboshi Juko Co. had tried to sponsor his work for the past four years.

Elsewhere, Keiko does her part by playing social games and getting into the Central Information Center to visit Mr. Kurada without an appointment. Mr. Kurada can give Keiko access to the various computer systems she needs so that she may discover more about the mysterious disc.

Back at the computer lab, Kumiko, Junpei's sister, asks Akira what he is working on. He explains that it has something to do with digital data. Keiko gets access to the computers she needs, but the VP of Yotsuboshi learns of the involvement. He is pleased he has a lead.

Junpei visits the collage where Takahashi worked as a teacher and researcher. Takahashi's research assistant seems anxious about the disc and tries persuading Junpei to reveal it's location. Junpei gives vague answers and refuses to give the disc to anyone but the people in charge. Upset that Junpei was so uncooperative and that, now, he cannot sell the disc to Yotsuboshi, Takahashi's assistant calls Yotsuboshi. He tells them all about Junpei in hopes of being rewarded. Word of Junpei's involvement reaches Yotsuboshi's VP. He decides Junpei must be eliminated and sends a chopper to do the job. As Junpei crashes, he calls his sister's name. Back at home, Kumiko turns around, thinking she heard her brother come home.

At the hospital, a police detective wants to know what's up; but Keiko and Akira aren't talking. Meanwhile, Another attempt is made on Junpei. The would-be assassin takes Kumiko and leaves when the others come. The detective is furious about this turn of events and, back at the station, lets his chief know about it. The chief is closed mouthed about the investigation and asks the detective to back down on this case. The detective storms out.

Back at the lab, Keiko shows Akira the news cover-up of Junpei's crash. They discuss the situation of the disc. Apparently, Yotsuboshi Juko Co. has been illegally developing military weapons and equipment. Takahashi's Auto-Data Synchro disc would enable the Co. to fully automate some of their more complex military devices. Their discussion is interrupted by a phone call. They are told to deliver the disc in exchange for Kumiko. Knowing the exchange is a trap, Akira arrives with a few tricks which subdue the villains at the warehouse.

At the hospital, Junpei stumbles out of bed to a phone. Before he calls Akira, he overhears the nurses talking about his sister's kidnaping.

The disgruntled detective gets a phone call form Keiko and is ready to continue the case. It's time for Akira and the detective to visit Yotsuboshi Juko.

In the meantime, Junpei has managed to make his way to Keiko's lab. He understands the implications of the information left on Keiko's computer. Junpei realizes Yotsuboshi Juko Co. must be responsible for Kumiko's kidnaping and decides to also pay them a visit.

Inside Yotsuboshi, Kumiko is an indignant, hungry prisoner. Outside, Akira and Keiko plan their infiltration of the company grounds. Puzzled by the heat-seaking lasers which seem to be shooting at nothing, the Co. guards decide to turn them off for a moment. Akira gets in before they turn the lasers on again.

Elsewhere in Yotsuboshi, the VP is threatened by his superior. His two days are almost up and all that's happened are numerous, barely covered-up scandals.

One of the guards goes to check out some computer problems and discovers Akira. The VP is informed of this infiltration and asks the guards to herd the intruder to the test room. Unfortunately for Akira they succeed by confusing the information going to Keiko's computer. After that, Akira has to play tag with one of Yotsuboshi's experiments in military technology.

Outside, police can't get into Yotsuboshi, but no one can stop Junpei. Inside, Akira is still trying to evade the prototype mecha and save Kumiko. After a lot of destruction, Junpei ends up covering the escape of Akira and Kumiko by dealing with the mecha alone as the Yotsuboshi main computer counts down to self destruct.

Friday 7:00

YOTODEN 1

THE STORY BEGINS
synopsis by Patti Duffield

In a blaze begins the OVA series Yotoden, a blaze of a mighty comet overhead and of a village aflame below. Amidst the death and destruction a brother pledges a sword to his sister before he turns to face the unearthly beast which destroyed their village. Ayunosuke must stay alive for the sake of her family and village.

* * *

The story of Yotoden is loosely based on historic legend of the late 1500's. In this time, Oda Nobunaga conquered large parts of central Japan with efficient, though bloody, tactics. History claims that his ability to conquer other shoguns and religious sects was due to the introduction of guns to Japan in the mid 1500's, but legend claims it was not merely firepower but allegiance with demons that allowed Nobunaga to rise so quickly to power.

* * *

In a high room, behind castle walls, an evil lord plans military endeavors with his heads of staff and his odd counselor....

Near a stream, a stranger is attacked by rogues, but the stranger will not be made a victim. After dispatching the attackers, the stranger is confronted by the rogue leader and is revealed to be a woman. Both the woman and her assailant are surprised to find their swords are similar. Their fight is interrupted by a third party which kills the remaining rogues leaving only the woman and the rogue leader. Once opponents, they fight against a common, monstrous foe. The two are saved not by the sword but by a chanting Buddhist priest who drives the monsters away. To the two, the priest, Bobo, speaks cryptically of spying and of being prepared for what is chosen to be accomplished and then disappears.

Later the two pause by a line of broken stone Buddhas. Their hypotheses concerning the reason and means of the destruction is interrupted by riders. From their hiding place, they see the lead rider use superhuman powers to further obliterate one the the statues. It is then that the woman sees the rider and knows him to be Nobunaga. She will not forget that face!

In the evening, the woman questions her male companion: why did he help her? But he only answers with counter questions and other evasive responses. She ends up rambling about her life a short while ago, before
she was forced by circumstance into her present itinerancy. The next day, the two are caught by a man named Ryo who recognizes them both; she is Ayunosuke and he is Sakkon. Ryo invites them to the fortress in which he lives where they meet his "little sister" and the man in charge. The castle's lord tells them of the political and military changes brought by Nobunaga and his demonic denizens. To him, Ayunosuke pledges her fighting abilities. Sakkon also commits his support..... for now.

Once away from the others, Ayunosuke speaks with Ryo's sister. She sees some of her former self and confides to the young girl the guilt she feels about being the only survivor of her village. Ayunosuke considers herself unworthy of her special sword and uncertain of her skills to avenge the destruction of her village. The young girl tries to understand this warrior-maiden she so admires.

Talking with Ryo, Sakkon notices on odd smell and, upon investigating it, is set upon by a monstrous minion of Nobunaga's forces. Ryo alerts the castle, but too late for many, including the lord of the castle. Soon a battle breaks out, and Ayunosuke eventually joins in the melee.

Though perhaps not as skilled as Ryo or Sakkon, Ayunosuke is the one who confronts the leader of the monsters and seemingly defeats him. Ryo's sister congratulates Ayunosuke on her apparent victory, but notices the evil leader isn't dead and gives her life to save the warrior-maiden. Ayunosuke refuses to accept the sacrifice. Her anger and grief, felt not only for the girl but also for her village and family, is released upon the grand demon that finally comes, the same demon which destroyed her village not so long ago. Against the demon, cannons have no effect, but Ayunosuke's anger-bright sword destroys the unholy thing. It is over, but the death of the girl affects Ayunosuke badly and she is hard to recover form her anger and grief. Her grief has a name. It is Nobunaga, and she has not forgotten his face....

Friday 9:30

Vampire Princess Miyu 2

Synopsis by Shinma

This video opens with a strange girl leaving a cathedral of dolls.

Elsewhere in Kyoto, a young

couple stop to look at a display of traditional Japanese dolls. The girl thinks the dolls are cute. The guy thinks they're scary; they have dead people's hair. Miyu walks up as the couple leave and says "I'm going to stop you."

At Miyu's school, we see again the strange girl and a large, mannequin-doll. Miyu and her friends, who have been discussing how few boys there are at school, watch as the doll-girl walks to the pretty young man Miyu's been watching. The boy and girl leave together.

In the privacy of her cathedral, the boy and girl talk. Their conversation is mysterious and abstract. The girl tries to dissuade the boy, but the boy is insistent. He says he will wait for her, that he wants to be one with her, to be in her world. The girl gives in, but she says she cannot promise anything. He tells her he cares for her; he wants to be like her. "Can you do it?" he asks. "I have the power." she replies. Observing all this, Miyu finds it interesting and thinks she will have this boy.

At the empty house where the boy lives, the phone is ringing. It is his mother and his name is Kei. As Kei's mother worries at him over the phone, there is a flashback. The scenes show Kei's alienation from his family after his father's death. Walking from the cemetery, Kei's big brother tells him they must take over their father's place in his business. Kei responds "I don't want to be like you." A strange familiar girl walks past them dressed in mourning white. Another scene shows Kei's mother, too busy trying to escape her own grief to help her son with his. Kei hangs up the phone.

Himiko meets with a man who is worried about his daughter's strange interest in dolls. His daughter's art teacher brought this to his attention. The drawings concerns him: they are dark and evil to him. Himiko thinks it is strange that a girl wants to be a doll, but she is looking for a vampire, not a girl who wants to be a doll.

In her cathedral, the girl talks to her dolls and is answered by Miyu. "'We' think you're a vampire." says the girl. Miyu says she knows what the girl is planning. The girl doesn't care and she says she is not interested in that boy. Then she taunts Miyu, saying that soon the boy will be like one of her other mannequins in her way and it bleeds.

Elsewhere, Kei is confronted by a girl who likes him. "Is there someone else that you like?" asks the girl.

"There is."

"Who is she?"

"I don't know."

On her way to the school's office Himiko bumps into Kei and thinks "What a beautiful child."

In the school library. Miyu tells him she knows what he's going to do and that she could give him immortality by a different means. The boy tells Miyu he doesn't care what she knows. He's been given a promise and he can't forget her. He loves her and everything about her. Miyu knows who "her" is and wonders if she can love.

Himiko enters the school office to ask about her client's daughter, but there is no one there. This is the work of Miyu. Himiko comments that she thought she'd lost Miyu's trail and reveals that she thinks she knows Miyu's next victim. Miyu admits to liking "that pretty person." "Why only look at him?" asks Himiko. Miyu says she worries about him and finds Himiko's holy water amusing. Finally, she tells Himiko her name.

At the cathedral, the doll-girl asks Kei to change his mind, but Kei is insistent. They kiss, and the doll-girl pricks Kei's neck with a needle. As Kei slumps to the floor, the girl says "Don't Kei."

Miyu asks Himiko if there are anymore questions. Himiko wants to know what Miyu is up to. Miyu assures Himiko, saying it is her responsibility to keep him alive. "I am the opposite (of the Doll-girl): I am a vampire." She continues on philosophically about vampires, claiming herself to be a hunter. Suddenly Himiko finds herself in the school office again.

At the doll cathedral, the battle begins. Miyu burns wards of power into the doll-girl's screens, but the doll-girl snuffs out Raba's spirit flame and pins him. "He wants to be like me." the doll girl claims. Miyu's protective veil doesn't affect Kei, who walks to the other girl's side. Miyu is trapped by the girls obi. Seeing the two together angers Miyu and she breaks free, taking Kei with her. Miyu is too late, however. As the girl turns into a doll, Kei leaves Miyu and in the doll's embrace becomes a doll himself.

"Why don't you want my Kei to become a doll?" taunts the girl. "He loved me and I have grown to love him..." Holding up the doll Kei, she continues "Well Miyu, do you love him, now that he's become like this? He is mine alone to love anew."

The dolls dance away, seeing each other's true forms.

Himiko arrives at the end of it all and comments that Miyu doesn't always win, that she is not a hunter, but a woman inside.

Saturday 3:40

DRAGON QUEST #2

synopsis by Patti Duffield

Having been beaten to a pulp, Abel is cast from the demon's ship which has poisoned the local lake and taken Tiara away. Aboard the ship, the demon and his henchman threaten Tiara. They demand to know the secrets of her necklace which has dragon-power. The necklace cannot be taken involuntarily from Tiara and Tiara seems unwilling to tell them about it. Hypnotizing Tiara, the henchman sees what little Tiara knows about the necklace: It is a present which she received just today for her birthday. In response to his need for more knowledge about the necklace, the demon calls gemstones from the bottom of his indoor moat...

Abel wakes in the village wise

man's house. Abel's friend, Mokomoko,
asks him what happened. When Abel tells his story, Mokomoko becomes mad that Abel didn't rescue Tiara and fights with him. The wise man calms them and explains the reason the demon took Tiara: Her necklace is part of an ancient prophecy about dragons. This causes Abel to remember the old pillar of writing about dragons that he and Tiara found just before the demon ship arrived. Naturally, someone will have to stop the demon and rescue Tiara. The wise man pulls some stuff from an old trunk to help Abel on his quest. Mokomoko intends to go too, and is upset that he's not getting anything to help him. What the wise man digs up for Mokomoko will be helpful, but it is not quite as attractive as Abel's gifts.

The demon's henchman and a monster show up in the village, looking for the people who gave Tiara the necklace. The henchman is here for information. He gets little useful from Tiara's parents, but Tiara's grandfather, Yoku, seems to know a thing or two about it. The henchman's hypnotic spell is interrupted by Abel who demands the location of Tiara. The henchman departs, ignoring Abel and leaving his monster to deal with these tiresome humans. With help from Yoku's dragon magic, Abel and Mokomoko destroy the monster which mysteriously turns into gems. The strain of using magic is too much for Tiara's grandfather who, with his dyeing breath, begs Abel to find Tiara.

The beginning of Abel and Mokomoko's quest is interrupted by a man who takes great offense when Mokomoko bumps into him. A strange woman comes to the aid of Abel and Mokomoko, but she is more interested in reward than in helping our heroes. Of course, she expects them to pay for her service. After taking their money, the woman calls to her steed and rides off with a mighty "HI-HO, GOLD!"

Later, Abel and Mokomoko visit their King and Queen. The royalty has been made aware of the situation. They believe that Tiara's kidnaping (and its resolution) might be related to the problems they've been having, problems such as having the castle overrun by monsters. To help Abel on his quest, they give him a sword and take Abel and Mokomoko to a magic fountain. Our heroes are instructed to jump into the pool. Where will this magic pool send Abel and Mokomoko? Find out by watching more Dragon Quest.

-based on the video game-

Saturday 6:00p.m.

MEROW LINK

Stage 5: "Battlefield"

synopsis by John Utterberg

Riding through a wilderness, Merow's bike breaks down. He tries to build a fire near a wrecked plane, but it rains. Inside the plane, he has a flashback to the time when he was fighting with his friends. Merow's squad, Shewepps, was entrenched when an overwhelming force of VOTOM Fatties approached. The Shewepps' mines took out a few of the VOTOM units; but Merow's comrades warned him not to get excited, because there would be many more units to come. When the squad was overrun, Merow fell unconscious only to find all of his friends dead when he woke up, all except the Lieutenant. When the clean-up crew of the enemy passed by, the Lieutenant told Merow to play dead . This tactic saved Merow but only at the sacrifice of the Lieutenant. After the enemy left, as the rain fell on the empty battlefield, Merow buried his squad. He marked their graves with their guns but kept their dogtags.

Later, Merow wakes up in the plane, and the flashbacks keep coming...

An entire VOTOM invasion force had been sitting in a valley for days. Then they got word that they would be withdrawn because of an enemy that was approaching. As the men in the Shewepps squad discussed how the withdrawal might be done, a young officer, Fox, entered. He told the squad that they would be staying behind, alone, to protect the rear of their force. Furthermore, they would be having their VOTOMs taken away and would be fighting as infantry.

On the battlefield, as the Shewepps squad prepared, an initial force of VOTOMs attacked and was destroyed. The squad finished their preparations just as the main force arrived. The squad was massacred.

After the burial, Merow decided that even though he would be considered dead and could leave the military, he would die, taking out his anger on the enemy. Just as Merow was about to be killed, he was rescued by his own side. Merow's reunion with his force was not happy, however; he was arrested and charged with causing the death of his squad. The evidence was insufficient, though. Just as an innocent verdict was about to be given, the judge received a call and changed his verdict. Having endured that nonsense long enough, Merow's frustration erupted. Taking his gun and his comrades' dogtags, Merow escaped to the open wilderness and began his game of vengeance: to hunt down those responsible for the intentional destruction of his squad and to do it as an infantryman.

Back in the present, Merow begins walking across the desert. Luckily, Lulushi and her showgirls drive by, and they offer Merow a ride.

MEROW LINK

Stage 6:"Prison"
synopsis by Sven

A prisoner tries to escape along 'Flower Road'. The commander of the prison, Bans , is informed of the break out. Bans takes great pleasure in violently killing the would-be escapee.

A plane full of prisoners heads toward B's island prison. Merow Link is one of the prisoners on board.

The commander ignores his new list of prisoners until the list falls open to Merow's page. At first, Bans is scared; he has heard of Merow's handiwork. Upon further consideration, Bans assures himself, confident in his prison fortress. Merow is in his hands after all.

In the prison mines, some prisoners discuss their plans for escape. The group is broken up by a few shots from a guard; they are there to work not talk. An attention is called by the guards. Some of the inmates comment about how such an attention is rare. There is an attention because Bans knows Merow is there and his inspection eventually gets around to noticing Merow. Bans acts pays a lot of attention and acts affectionately toward Merow. This causes Merow a lot of painful problems with his cellmates later that night.

While Bans contemplates the dogtag of Lieutenant Fox, which he recently acquired from Merow, Merow's friendly cellmates are digging their way out of the prison.

The next morning, the commander asks to have Merow brought to him. Bans tortures Merow, demanding to know who has helped him in his previous assassinations. Merow is mute on the subject.

Lulushi and her girls prepare for their performance. The all men's prison receives them warmly, but regulations require that their possessions be checked. Lulushi cleverly hides Merow's gun from the distracted eyes of the inspection guard.

Elsewhere, the prison doctor manages to get Bans to stop torturing the over-drugged Merow. Back stage in the commons, Lulushi worries about doing her magic show alone. In the cellblock above the stage, Merow's guard complains about his shift's bad timing.

The show begins; and Lulushi starts her performance, complaining that the 'boy' is late. "Nothing in the box!" she calls to the rowdy audience. After doves fly out, Lulushi asks, "What else would you like to have come out of the box?" The crowd is full of suggestions, but they only get bunnies. Finally, stuck for an ending to her performance, Lulushi pulls out the only thing left in her box, Merow's gun. At the same moment, Merow's cellmates make their escape and Merow's guard is found K.O.ed.

Backstage, Lulushi is watching the riot break out in the commons when Merow arrives. "Sorry I'm late," he says

"What's wrong with your face?" she asks, giving him his gun.

The commander ignores the riot in his commons. Instead, he goes after the prisoners on the 'Flower Road'. Hunting in his modified Scopedog II, Bans enjoys himself immensely but is surprised to discover that Merow is not among the (now dead) prisoners. Merow reveals himself shortly and, on foot, charges Bans in his VOTOM. All of B's confidence and violence fail him and Merow gets his man.

Lulushi and her girls pick up Merow Link on the 'Flower Road' and leave the prison behind them.

One more of Merow's comrades has been avenged.

Saturday 9:30p.m.

VAMPIRE PRINCESS MIYU 3

synopsis by Shinma

Miyu appears to Himiko in an historic part of Kyoto. "You need my help," says Himiko.

"Please, Himiko," responds Miyu as a strange crow flies overhead. Raba's empty mask hangs on an ancient wall. "If he dies, I..."

"I'll help you, if you will tell me your story."

"When you hear it, what will you do?"

"I only want to hear the truth!" finishes Himiko.

Miyu and Himiko run up a snow covered path. "Please, Himiko," says Miyu as a giant suit of samurai armor materializes out of the misty air. The armor threatens Miyu who explains she cannot destroy it. It lumbers forth.

The sound of Himiko's religious dagger breaking against the armor sends it back a few steps. Using chanting and rings of power, Himiko is able to send the armor back to wherever it came from. The strange crow flies down to the armor and mocks it.

Elsewhere, Miyu takes Himiko to the room which holds Raba's mask. Miyu says he is her only friend. Himiko wants to know where they came from..."and where we're going?" finishes Miyu. "I don't know that."

In a suburban area of Kyoto, the armor stands by while a building explodes. The armor wants to know why it was asked to do this; it's companion is evasive.

Miyu narrates her meeting with Raba. "The sea at night is scary. I heard the sound of the sea and went there."

"When?" asks Himiko.

"When?" replies Miyu.

In Miyu's flashback, there is a man who comes from the sea. He

tells her there is o danger; he only wants to borrow some of her life. He touches Miyu's throat. He tells her that he has come across the sea and speaks of things she doesn't understand. She has forgotten many things since the time when their two peoples were one, he tells her. His vampiric actions stir Miyu's vampire blood and she returns his gesture in kind. Miyu explains that at that time she began to become a vampire. Raba could not kill her and hid his face beneath the mask. He understands her and is her friend. Please Help him, Himiko", she asks.

Himiko is at a loss as to how to help. Miyu gives her an article about the armor with a 'recognize this'? Himiko travels with the picture to various places that might know about it and ends up at the building that their armor destroyed. There, s strange crow flies overhead as Himiko realizes this is another dead end.

On the way home in the subway, Himiko is approached by a strange man. "Are you looking for this?" he asks, holding up a picture of the armor.

Elsewhere, the man leads Himiko to a shrine, asking why she's so interested in the armor. She explains that she is studying it for a grad school paper. He asks about a girl who is her friend. The armor appears and before Himiko can defend her self, the man covers Himiko's mouth to prevent her from chanting. Himiko is rescued by Miyu. Himiko accuses Miyu of using her to find this man. Miyu laughs it off but is stopped short when the man mentions Raba. "He is mine. Give him back," cries Miyu.

The armor is sent against Miyu who sends a spirit flame before its visor. "You've forgotten that you're human", Miyu says.

In the flame, the armor 'sees' the death of the man who owned it. It collapses and disappears. After this, Miyu turns to the man and demands the return of Raba. The man is not hasty enough and Miyu destroys him, freeing Raba.

The armor reappears, denying its humanity, and grabs Miyu. It is Raba and not Himiko who rescues Miyu. Together they draw the armor out of the shrine, to where it is vulnerable. Miyu tells the armor that it was human and now only its spirit inhabits the armor. It has forgotten it is human. As a human, it must die as one. "I am a human" it yells in realization as the empty armor is shot down, "I am human!"

Himiko demands to know why Miyu let him die like that, once he'd remembered everything. Miyu explains that he had forgotten how to love, feel sorrow, know kindness. "I can't forget anything," she says solemnly and disappears.

Sunday 2 :00 p.m.

CITY HUNTER #78, #79

"A Message from Makimura"
synopsis by Sven

Ryo Saiba is also known as City Hunter. Ryo's current partner is Kaori Makimura. His partner before her was her half-brother, Aniki. Aniki met with a trafic end in the beginning of the series.

Kaori checks the message board where she and Ryo often learn of job opportunities. There is a message for XYZ (their code) and it is signed Aniki Makimura. Kaori goes to the requested meeting and finds an Interpole agent named Nielson and Ryo there. Ryo is suspicious but they take Nielson back to their flat. Nielson lets on that Aniki was connected to Interpole and died doing some side business.

At the flat, they find everything a wreck and Saiko (a Japanese Police detective) is there. Saiko draws their attention to the Red Pegasus painted on the wall. All the ensuing talk about Aniki's possible hidden lives upsets Kaori who leaves for her room.

Kaori's room is also a mess, but all she does to clean up is to put on ber brother's favorite album. Ryo comes in, remembering Makimura dying in his arms, and picks up the ring he asked Ryo to give to Kaori. Ryo assures Kaori that whatever anyone says, here brother is definitely dead.

Elsewhere, a one-handed man with a Red Pegasus on his uniform talks to Umibozu, an associate of Ryo and Kaori's. The one-handed man, Gilmer, is looking for information; Umibozu leaves without giving any.

Kaori wants to get old information on her brother and agrees to Saiko's sister's deal: partnership with Ryo for information.

Nielson talks with Ryo and Saiko again, discussing Makimura's activities in New York. "What were you up to Makimura?" thinks Ryo as the others depart.

Kaori gets her information and Ryo gets rid of the men following her. Umibozu lets Ryo know somethings up and Saiko's sister tells Ryo not to worry about Kaori.

Going through her stack, Kaori finds a postcard to her brother from Kurumi House, an orphanage.

On the way there with Kaori, Ryo remembers Makimura's story of his half sister's life and the ring that belonged to Kaori's mother. Ryo's reflections are interrupted by a truck driver by the Red Pegasus. Ryo and Kaori are cornered Gilmer shoots "tsyming" gas at the two who must be saved by Umibozu. All this has been observed by Nielson.

Later, Umibozu is thanked with a meal and he retells a tale of hs own about Makimura. Once, when Umibozu was being chased, makumura made sure he got away.

Kaori answers the phone and whispers "I understand" and tells Ryo it was a wrong number. She slips outside to meet with Nielson. Saiko's sister drives up as Kaori and Nielson pull away. Inside, she asks Ryo if, now that Kaori's gone, they can have a date. Ryo and

Umibozu rush to find Kaori.
Nielson stops by the docks and grills Kaori about her brother. He finally figures out that Kaori knows nothing when he spots the Kurumi House card. Now he knows were the information he wants will be. Gilmer, who's been working with Nielson all along grabs Kaori and takes off on a boat. Ryo and Umibozu give chase, leaving Nielson to get to Kurumi House ahead of them.
Ryo tries to rescue Kaori who, in turn, rescues him. The boat chase has led them to an isolated beach. Kaori hears her brother's favorite song and follows it to ... Kurumi House. The kids there warm up to her once she tells them she's Makumura's sister. The lady who runs the orphaage tells Kaori that Makimura visited often and donated to them often. He also gave them a letter once.
Outside, Kaori announces he has the all improtant letter. Nielson wants it but Ryo doesn't trust him and tells him why: Makimura was in Tokyo not New Yourk the month before he died. Nielson grabs Kaori and tells them Makimura caused Red Pegasus too many problems so they had him killed.
Gilmer, who somehow managed to survive the boat wreck, arrives on the scene. This provides a diversion that allows Kaori to escape and Gilmer to take Nielson over the cliff to the rocky shore. Kaori gives Saiko the document, for the safety of Japan, and leaves with Ryo.
At Aniki Makimura's grave, Ryo assures Makimura wherever he is, that he will keep his promise and take care of Kaori.

Sunday 4:30

Patlabor #1

Starting the Ingram

Synopsis by Bill Flanagan

Intro: The near future...the robot "Labors" are being used in nearly every industry, but sometimes uses stray outside the law. So the Patlabors were created.

It seems like an average morning in Tokyo, when the peace is disturbed by a runaway labor. Shinohara tells the man in the labor to get out. Ohta, the violent man in the police labor is in the mood for a fight, an d the drunk in the orange labor won't listen to reason, so Ohta takes matters into his own hands, or tries to. Shige, the mechanic says the patlabor will probably be cheaper to replace than to fix. To punish them for what they did to the labor, the chief mechanic sends the men running.

The two heads of Labor battalion #2 are talking in the office. Goto has just returned from the labor factory in Hachioji. Shinobu (the girl) thinks he should concentrate on finding more police officers for the battalion, but Goto says that he's already found on.

Izumi is in a hurry running to her appointment at the factory in Hachioji, while Shinohara takes the ruined labor back to the factory. The mechanic says that they probably won't have to fix the old labor because of the new one. Izumi meets Shinohara on the ramp and recognizes him as an officer in the labor division. She is there to take a test to get in the very same labor division, but the test is on the other side of the complex. "What a strange girl." says Shinohara.

The mechanic unveils the new labor, the Ingram. Ohta is overjoyed, but before Ohta can see it, it's stolen. Izumi is distraught, "My little Pato-chan is gone!"

She borrows a motorcycle and chases after the labor.

While the labors are being prepared in the #1 division, Goto comments to Shinobu how the police department is run only by influential families and their flunkies.

Mikiyasu and Hiromi wonder what they can do about the stolen labor. Goto says they can go home or ride with him in his new subcompact police car.

Shinohara and Ohta are contacted by Goto. Shinohara says they are in pursuit, but a strange girl is following closer than they are. Goto suggests cooperation.

After a foiled attempt to board the labor, Izumi borrows a patrol car. Finally she gets on the carrier.

Shinohara and Ohta follow Izumi's wreckage. Goto tells them that he doesn't care about the damage, as long as the girl is all right. Shinohara wonders if Goto knows this girl. Instead of answering, he gives instructions for pursuit and takes off in a helicopter.

Izumi boards the Ingram and enters the password "Alphonse." Then she contacts Shinohara, who is in mid-argument over Ohta's competence in a labor. Izumi has been in simulation, but never in a real labor. Shinohara starts to instruct her in operations.

At the robbers' destination, Izumi has Alphonse under control, but finds herself surrounded. She's instructed to draw the gun, but it's not loaded. Shinohara tells her to go hand to hand. Izumi doesn't want dents in Alphonse, but if she doesn't Alphonse will be more than dented, it'll be scrap.

She bashes the first, and finishes off the other two with her electric baton. Goto arrives to order everyone around.

While the men regard this new labor, Goto introduces the new member of the #2 division, Izumi Noa.

Sunday 7:00

YOTODEN 3

Chapter of the Burning Heart
synopsis by Patti Duffield

A fierce battle rages; a castle burns. Two warriors enter a hall of flame to kill the lord and council there. It is not Nobunaga and Ranmaru; they have eluded Ryo and Ayunosuke once again.

While monsters feed on grisly carrion of older battles, Nobunaga feels strongly that his control of Japan is at hand.

In the bowels of an enshrined cave, Bobo speaks with a bearded Sakkon. He brings news of Ayunosuke and Ryo, their fighting and their new skills. Bobo questions Sakkon. Ayunosuke and Ryo cannot do it alone.

Two men of power speak in a field tent-room. One is anxious about the power of Nobunaga, using both magic and technology. The other finds Nobunaga's spies a nuisance and feels keeping out of Nobunaga's way and waiting is wiser and easier.

In a village near Nobunaga's castle, Ryo and Ayunosuke speak of battles. Ryo mentions Sakkon, wondering if he'll ever come back. Ayunosuke then recalls privately the last time she saw Sakkon. She had been to Sakkon's cave hermitage to share news and see if he would return. She talked of how Yotoden could destroy Nobunaga, and how it was destined that it be done. "Destiny?" Sakkon queried. "Fate? Why do you fight?" She replied by giving the names of all those for whom she cared who had died because of Nobunaga. Sakkon disavowed destiny, then kissed her. After her slap and harsh accusations, he merely replied that he didn't live for the dead, and that she should be sure of the reason why fought so hard. When Ryo interrupts her memories with a curious "What's wrong?" She demurs. And so they prepare for their battle.

Ayunosuke approaches the castle, and using new skills, dispatches the lesser monsters only to be faced by a powerful one beyond the gates. After snaring her, the demon asks what worth is she without the sword? She proves her worth but is hard pressed until unexpected help arrives. It is Sakkon, and he will fight this demon. He tells her to go, and she does, with a whispered apology.

Within the second level of the castle she meets Bobo and again is told to continue alone.

In the meantime, Ryo has arrived by an alternate route and finds a little girl amongst dead men. As Ryo approaches, the dead men attack him. After using the magic of his weapon, he realizes the girl is a changeling, but reacts too late. Ryo is not down for the count, though, and kills the beast.

Inside Nobunaga's chambers, Ranmaru is thoughtful and Nobunaga's head is amazingly painful. Ranmaru is pleased that there are two signs in the sky (the comet and a lunar eclipse). In response to Nobunaga's pleas for help he says "It is good that way....".

Just as Ayunosuke arrives, the metamorphing Nobunaga swells to an immense size and destroys the castle. Surviving the wreckage Ayunosuke attacks the giant creature that was once Nobunaga.

Bobo's protective chanting is interrupted and he is killed by an unknown assailant. In his death, he changes into a monstrous form.

By the first gate, Sakkon still fights the demon there. The demon causes Sakkon a terrible wound, but just when the demon thought it was over, the bleeding Sakkon collapses by his sword calling Ayunosuke's name. The result of his call destroys the demon and helps Ayunosuke against the huge Nobunaga. Ryo also bids his magic weapon to help Ayunosuke. With their aid, Ayunosuke drives her sword home, destroying Nobunaga.

Amidst the wreckage, all three of our heroes are hurt and Ayunosuke wonders if they have won. The have not. Ranmaru floats above and tells her Nobunaga was but a tool. He tells her that there was a spy among them, one she knew (Bobo). He says he has waited 500 years for this and he has been given two positive signs. She is nothing but a pawn; nothing she ever did against Nobunaga mattered. She doesn't even know the power of her own sword or how to use it; she fights for the dead in anger. He beckons her to look into the hole forming, the hole that would connect the demon world with earth. He's been waiting 500 years; she cannot stop him. Why should she try? Ayunosuke is stubborn though and does try, futilely. Sakkon saves her from Ranmaru and in eventual sword play he presses the demon hard. The demon cheats, though and runs away, beyond Sakkon's reach, to gloat.

What more can be done to stop Ranmaru?

Sunday 9:30 p.m.

VAMPIRE PRINCES MIYU FOUR

synopsis by Shinma

Himiko is wandering about an old park in Kyoto and comes across a strange house. Inside there are tow people hanging upside down, apparently dead. Miyu appears and begins to tell Himiko her story.

Once, Miyu was an average girl. Then, there was a death at her school; a girl found dead, all her blood gone. After that, Miyu started going tot he sea, for it seemed to call to her. Miyu's father seemed indifferent to Miyu's strange behavior. Miyu's mother seemed anxious but quiet.

One day a classmate was visiting Miyu and declared she knew Miyu's secret. The girl said she wouldn't tell anyone about Miyu if Miyu would make her immortal. Miyu tried to deny the girl's hypothesis but was drawn to her exposed neck. Miyu's mother stopped Miyu and chased the girl away. When Miyu's mother approached Miyu with a glass full of blood, Miyu was torn but finally drank it. After that, Miyu could not drink water.

During this time, Miyu had

met Raba and spoke with him often. Her only confidant, the mute Raba listened to Miyu's confusion and self doubt.

Finally the time came for Miyu's father to reveal that he was a vampire. Miyu was to be taken into the surreal world of other vampires but was saved by her mortal mother. Running along a path with her mother,Miyu gasped that she was thirsty. They continued on, trying to escape the others. When they finally collapsed, Miyu could not contain her thirst and her mother allowed herself to be drained, hoping it would save her daughter. With her mother dead beside her, Miyu realized that the blood in the glass had been her mother's and that she had wholly become a vampire with the draining of her mother's life. Miyu promised her dead mother that she would not be evil, that she would not take life.

Miyu claims she has chosen her own destiny since then, but her past, like the house, remains to remind her of her previous life.

Himiko awakens in the park. She believes she has been told the truth and wonders if her path will cross Miyu's again.

✳✳☆★☆★✣☆✳✳ ✳☆
✳✳✣✳☆✳✳★✣✣ ✦☆★★✳

OR, FOR THOSE OF YOU WHO DON'T SPEAK DINGBAT:

SUPPLEMENTS FOR SUBTITLED FILMS (FOR THOSE OF YOU WHO DON'T READ ENGLISH)

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Friday 10:00 p.m.

GUNDAM: CHAR'S COUNTERATTACK

A "Brief" History of Gundam (by Patti Duffield)

One of the basic premises of Gundam was the over-population of earth. The solution in Gundam was the colonization of space. Seven "sides" were built, each capable of holding tens of millions of people. Was this a simple solution, though? Both politically and with regard to humanity as a whole, not quite. Naturally, a political rift developed between "spacenoids" (space-born or raised humans) and earth people; the rift was not limited to politics. This was how our story began...

Nature, in order to adapt the humans species to life in space, developed a new means of communication in humankind, for communication over the vast distances of space is of great importance to survival. "New Types", people with strong clairvoyant and empatheic abilites began to appear among the space noids. Not quite ESPers, the New Types were considered odd enough to be shunned, feared, and were subject to injustices that human ignorance. The main characters of the Gundam saga were drawn from the newly evolved breed of New Types.

Politically, a number of the space colonies sought independence from Earth for themselves and all the space colonies. The original movement was started by Jion Daikun, the Governor of Side Three. After gaining political recognition on a larger scale, he died mysteriously and his two children disappeared. The girl was sent to Earth and raised as Sara Mass (various spellings), but that's another story. The boy was raised in space and joined the Jio Empire. The Empire was started by the evil Zabi family, who claimed to be following Daikun's political lead, but Zabis were intoxicated with power and coveted world conquest. The son of Jion Daikumn was raised as Char Aznable.

In the first series, Amuro Rei, a teenage boy of an Earth-allied side, was pulled into a war between the Jion Empire and Earth. As a pacifist, he made a poor soldier, but a great hero.

The original series took the viewer through the war, with Amuro and the teenaged crew of the ship to one of the most important Earth forces in the final battle.

In this series, Amuro and Char were enemies. The series ended with the Earth forces defeating the Jion Empire and Char killing off most of the Zabi family, who were responsible for his father's death.

Z Gundam took place seven years after the One Year War. Like bees to honey, members of the Jion Empire who surived the original conflict sought out a new means of power: the up-and-coming Earth military (especially the Titans, the space branch). Thus, the villains were still villains, and the viewer's sympathies lie with the colonies, struggling under the Titans' tyrrany. Char gained the alias Quatro Bagina and holds the rank of captain amongst the AEUG (the Anti-Earth United Government group — the group fighting for colonies independence, like Char's father did.) Amuro has beenremoved from the military (he was put on early retirement.)

Politically, as a whole, the series began with the AEUG's attempt to swipe the Titan's new mecha, the Gundam Mark II. This was where Kamiu got into the picture. Throughout the series, the AEUG gained military power and political advantages, but the Earth government was too heavily controlled by the military. Even with the support of colony-sympathizers (most of the old cast of Gundam and numerous big industries), the AEUG continued to fail to convince Earth that there was anything wrong, so the conflict escalated. There were factions within the Titans, the main one being Scirocco (more later). All the different colonies and the moon base, Granada, as well as the remnants of the Jion Empire, led by Haman Khan with the child Mineba Zabi as its figurehead — all theses factions came into play later.

Ther series ended with the destruction of most of the Titan fleet. After that, there was another series, ZZ Gundam. This series ended with the downfall of the New Jions and the beginnings of economic decay. This film takes place three years after the end of ZZ Gundam and Char Aznable's disappearance at the end of Z Gundam.

Saturday 2:10 p.m.

FIVE STAR STORIEs subtitled

introduction by John Utterberg

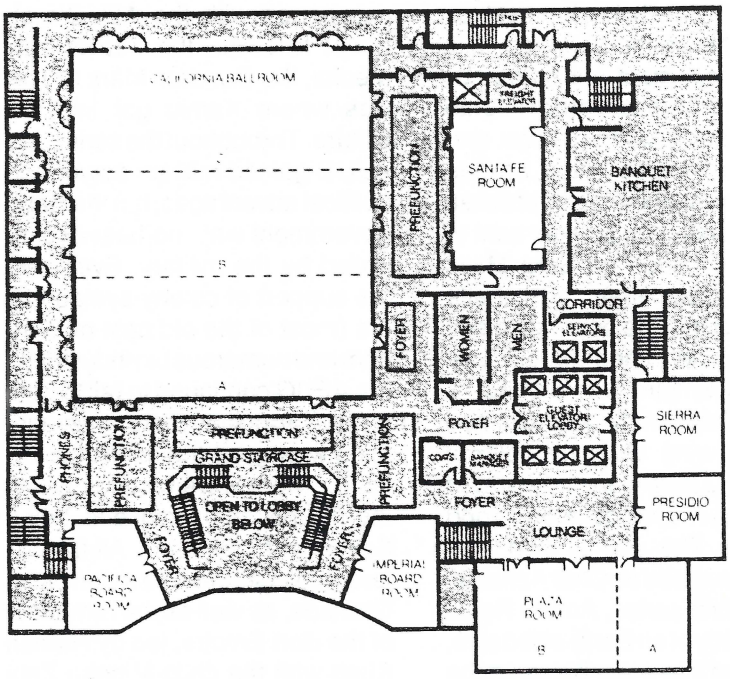
In Five Star Stories (abbreviated: FSS), creator Mamoru Nagano has written a complex epic of love, war, politics and loyalty. This story is set in the Joker Star Cluster, and begins in the year 2988. The Joker Cluster is broken up into many different republics, kingdoms and empires. One of these is the Amateras Kingdom Des Grand Adas(a name that covers 3 of our earth languages), led by the mysterious Amateras and his Mirage Knights. Almost as powerful is the Colus de Torio, three countries under the rule of King Colus III.

The main machines of war in this universe are the Mortarheadd. These robotic creations are incredibly powerful and even sentient to a limited degree. The scientists who create the Mortarheadd are known as Meisters, the most famous being Radios Soapp. Soapp is currently trying to find a way to create Mortarheadd that don't need Fatima. The pilots of the Mortarheadd are called Headliners, and the elite of these are referred to as Knights. However, a Headliner would not be able to use a Mortarheadd without the Fatima.

A Fatima is a 'living computer', usually female in appearance, which links the Headliner to the Mortarheadd and helps control its complex functions. Fatima bond to their Headliner for life and they call their Headliner Master. Fatima bond to their Masters emotionally as well as mentally; and they are given 'mind control' so that they will be loyal to a single Headliner and fight at their side. 'Mind control' also limits a Fatima in that she must be obedient and can only bond to a Headliner. Beautiful and frail, Fatima are tools of war.

Fatima are created by scientists known as Meights. One exceptional Meight is Dr. Chrome Ballanche; his career has spanned 45 Fatima. Dr. Fatima are superior in that they are raised as humans and kept in special capsules for 10 years which makes them strong and gives them lifespans of mellenia.

The '88 movie chronicles the first part of the Five Star Stories, and concerns the events revolving around the unveiling of Dr. Ballanche's most recent trilogy of Fatima: Lachesis, Clotho, and Atropos.



THE

JAPANESE ANIMATION

PROGRAM WILL BE SHOWN

IN THE SANTA FE ROOM

AT THE OMNI HOTEL

SCHEDULE SUBJECT TO CHANGE WITHOUT NOTICE OR GUILT